

Sonic

the comic

starring



SONIC
THE HEDGEHOG™

CRUNCH POINT!

**KNUCKLES
MEETS
THE
CHAOTIX
CREW!**

**SONIC &
KNUCKLES
PIN-UP!**

**BUT WHO ARE
CHAOTIX?**

**KID
CHAMELEON
RETURNS!
CHAOTIX!**

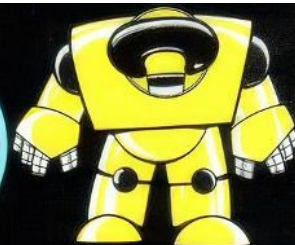
**NEW
STORY**

**32X
REVIEW**



CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Welcome to another mega edition of the U.K.'s official Sega comic. As usual *STC's* hedgehog host with the most gets the issue underway with a special complete **Sonic** story, **Beware Predicto**. There's a new kid in town in the form of that multi-hero, **Kid Chameleon**, plus a certain knock-out echidna, **Knuckles** continues to pack a punch in **Total Chaotix**. To complete the starry set up, that jet-powered furry possum, **Sparkster**, launches into the second part of *STC's* out-of-this-world series **Last of the Rocket Knights**.

The hot new **Knuckles** release **Chaotix** is under the **Review Zone** microscope, plus there's another sega-sational pin-up on the back page featuring **Sonic & Knuckles** - sure to be the fastest stick-up in the west!

Megadroid

SONIC THE BUDGIE?

There's only one Sonic ... or is there? At least that was the case until Boomers began honouring their pets with the name. A **Sonic & Knuckles** disposable camera will be awarded to each snap happy hume who gets their photograph in print. Get snapping!

↓ Rebecca Anderson, Stockton-on-Tees, MD owner.
Sonic & Knuckles Camera Winner.



↑ Anon, Bognor Regis, W. Sussex.
Sonic & Knuckles Camera Winner.

The Sega Charts

All the chart action for all the Sega systems
- in every issue of *STC*.

up down non mover
re-entry new entry



MEGA DRIVE

- 1 ↑ WINTER OLYMPICS
- 2 new BALLZ
- 3 ↓ ROAD RASH 3
- 4 ↓ FIFA SOCCER '95
- 5 — ETERNAL CHAMPIONS
- 6 ↓ PGA EUROPEAN TOUR GOLF
- 7 ↑ TOEJAM AND EARL 2
- 8 RE MARKO'S MAGIC FOOTBALL
- 9 ↓ MICRO MACHINES 2
- 10 RE PUGGSY

MEGA-CD

- 1 — GROUND ZERO TEXAS
- 2 ↑ WORLD CUP USA '94
- 3 ↓ PITFALL
- 4 RE BATMAN RETURNS
- 5 ↓ FIFA INTERNATIONAL SOCCER
- 6 ↓ MICKEY MANIA
- 7 ↓ BRUTAL: PAWS OF FURY
- 8 — REBEL ASSAULT
- 9 RE MICROCOSM
- 10 — NOVA STORM

MASTER SYSTEM

- 1 new BRAM STOKER'S DRACULA
- 2 — ROAD RASH
- 3 ↑ DESERT SPEED TRAP
- 4 ↓ WINTER OLYMPICS
- 5 — ROBOCOP V TERMINATOR
- 6 RE COOL SPOT
- 7 ↑ STAR WARS
- 8 new RAMPART
- 9 ↓ SENSIBLE SOCCER
- 10 — DESERT STRIKE

GAME GEAR

- 1 — ROAD RASH
- 2 ↑ JAMES POND 2 - ROBOCOP
- 3 ↓ WINTER OLYMPICS
- 4 ↑ DESERT SPEED TRAP
- 5 — MICKEY MOUSE 2
- 6 ↓ SONIC THE HEDGEHOG 2
- 7 new PGA TOUR GOLF 2
- 8 RE FIFA INTERNATIONAL SOCCER
- 9 — STRIDER 2
- 10 RE BATMAN RETURNS

- Managing Editor: Richard Burton
- Editor: Deborah Tate
- Designer: Gary Knight
- Assistant Editor: Audrey Wong
- Cover: Nigel Kitching
- Publisher: Rob McMenemy

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SONIC

THE HEDGEHOG™

Beware Predicto!

COMPLETE
STORY

Script: LEW STRINGER

Art: CASANOVAS/JOHN M. BURNS

Lettering: ELLIE DE'VILLE

SOMETHING SINISTER IS GOING
DOWN IN DOCTOR ROBOTNIK'S
SPECIAL ZONE BASE!!!

IS IT
READY YET,
GRIMER?

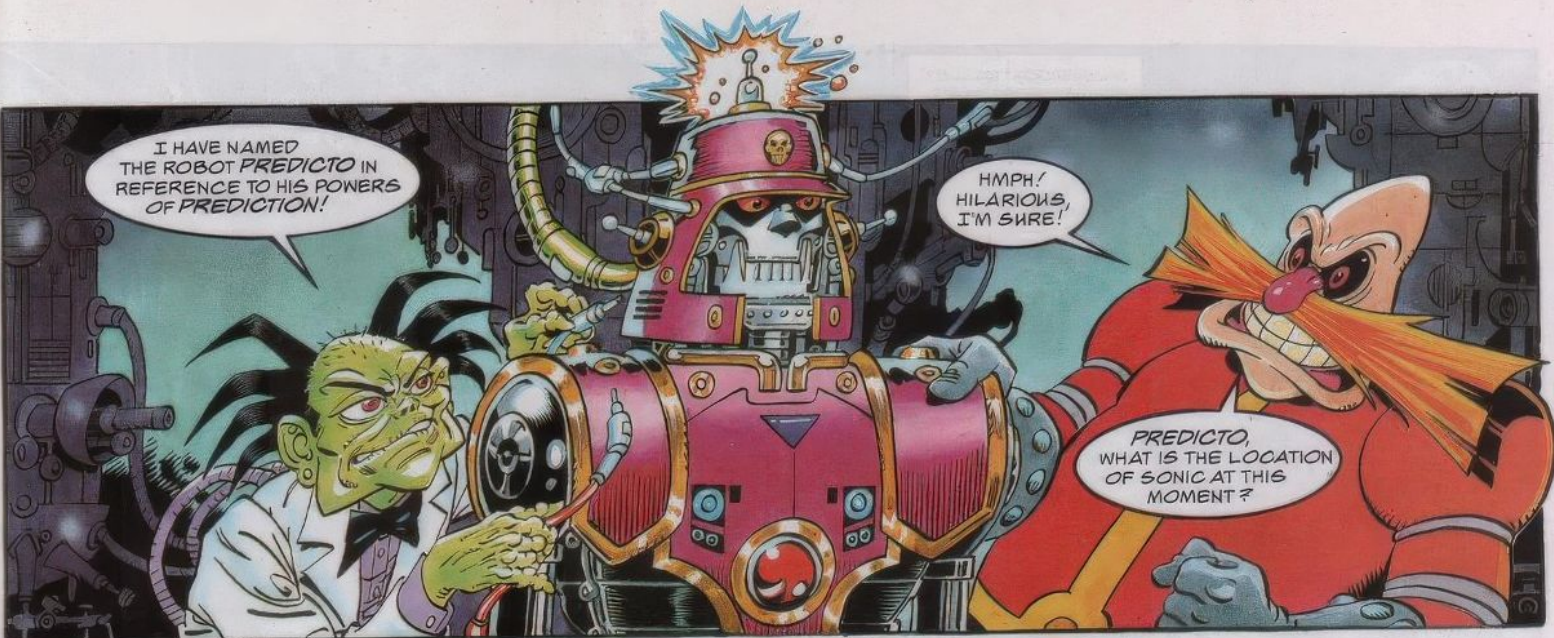
YES, DOCTOR!
OH YESSS!

WITH YOUR
INSPIRATION AND MY
TECHNOLOGY, DOCTOR, WE
HAVE CREATED THE
ULTIMATE
TROOPER!

BRING IT TO
LIFE, GRIMER!!!
NOW!

AH-HA!
MY SUPER-
TROOPER
LIVES!

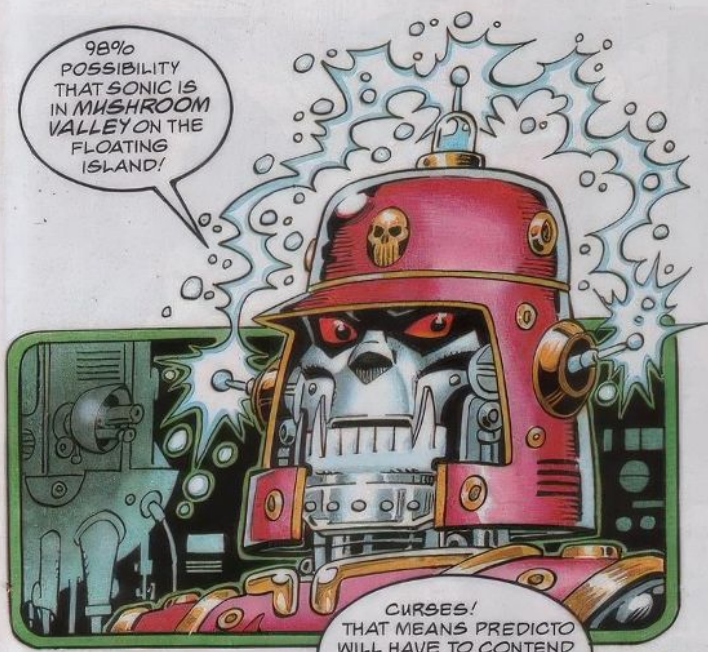
I'VE FED HIM
ALL THE INFORMATION
WE HAVE ON SONIC! HE
WILL BE ABLE TO OUT-
THINK THE HEDGEHOG'S
ABILITIES... AND
DESTROY HIM!



I HAVE NAMED THE ROBOT **PREDICTO** IN REFERENCE TO HIS POWERS OF **PREDICTION**!

HMPH! HILARIOUS, I'M SURE!

PREDICTO, WHAT IS THE LOCATION OF **SONIC** AT THIS MOMENT?

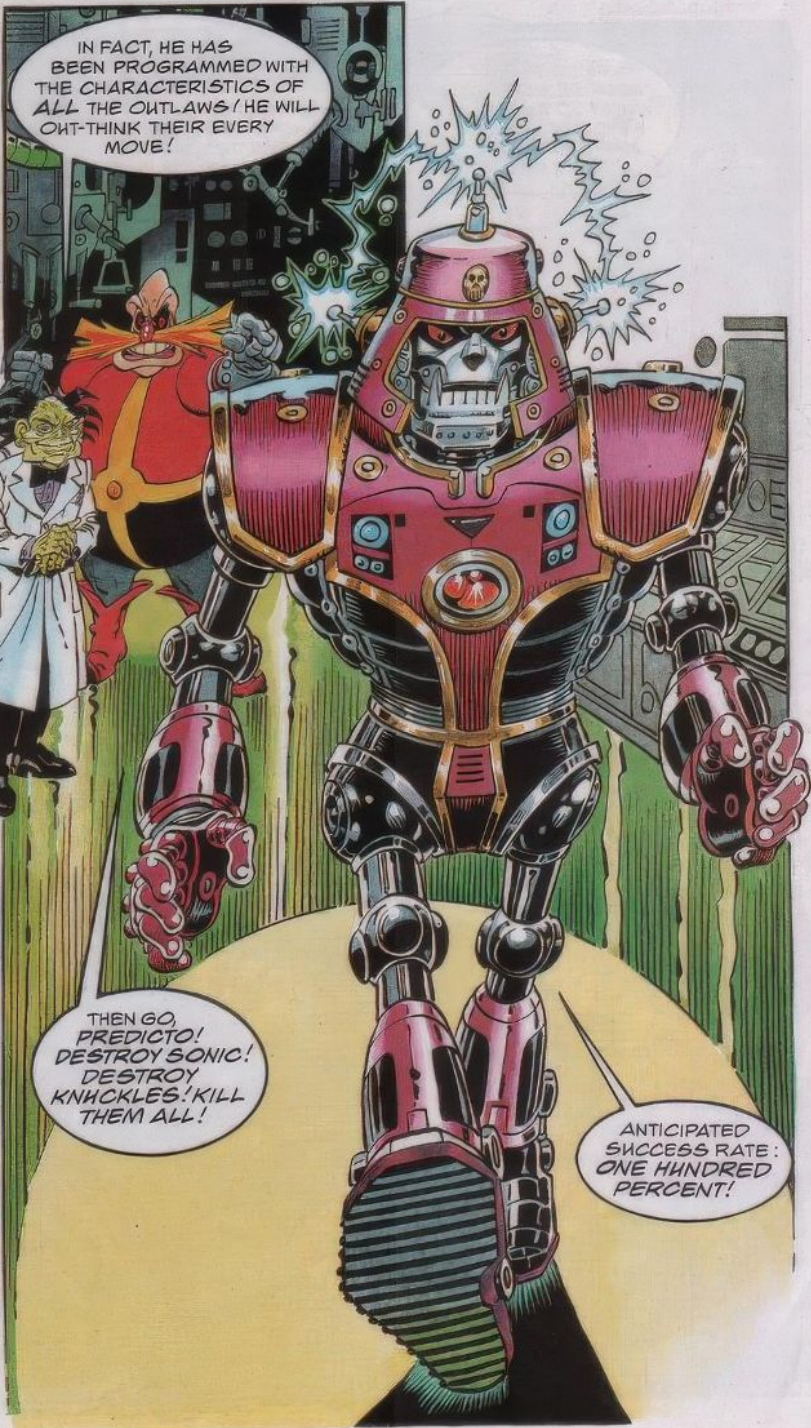


98% POSSIBILITY THAT **SONIC** IS IN **MUSHROOM VALLEY** ON THE FLOATING ISLAND!

CURSES! THAT MEANS **PREDICTO** WILL HAVE TO CONTENT WITH **KNHCKLES** AS WELL AS THE **HEDGEHOG**!



NO PROBLEM, DOCTOR! **PREDICTO** HAS BEEN EQUIPPED TO PREDICT THE **ECHIDNA'S** MOVES AS WELL!



IN FACT, HE HAS BEEN PROGRAMMED WITH THE CHARACTERISTICS OF ALL THE OUTLAWS! HE WILL OUT-THINK THEIR EVERY MOVE!

THEN GO, **PREDICTO**! DESTROY **SONIC**! DESTROY **KNHCKLES**! KILL THEM ALL!

ANTICIPATED SUCCESS RATE: ONE HUNDRED PERCENT!



MUSHROOM VALLEY,
FLOATING ISLAND.

BOR-RING!
DON'T KNOW WHY I
AGREED TO COME HERE! I
WANT ACTION!

YOU'RE SO
IMPATIENT, SONIC!
YOU KNOW WE NEED
TO TALK TO
KNHCKLES!



AMY'S RIGHT!
WE'LL BE MORE OF A
THREAT TO ROBOTNIK IF
WE CAN CONVINCE
KNHCKLES TO
JOIN US!

YOU DIDES
GOT SHORT MEMORIES?
WE'VE DONE JUST FINE UP
TO NOW! WHO NEEDS THAT
OVER-RATED, DIRT-
DIGGING LOSER?

YOU'RE
NOT JEALOWS
OF KNHCKLES
ARE YOU,
SONIC?



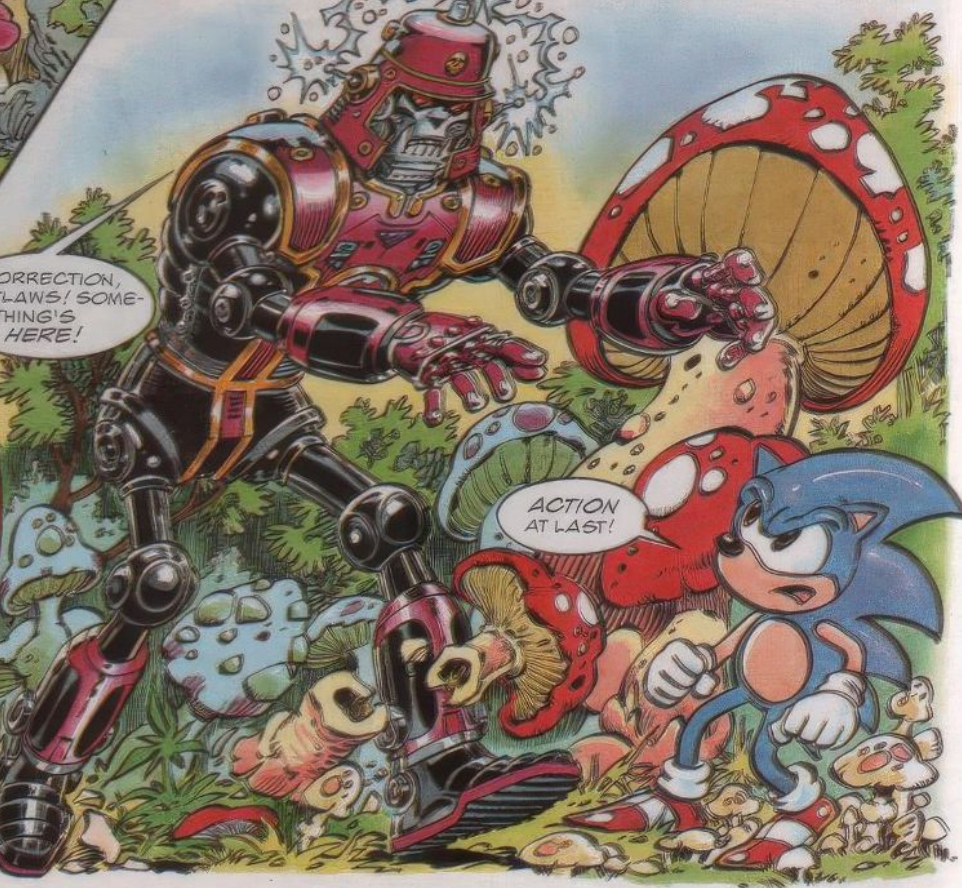
I'M THE COOLEST
GHY ON MOBIUS! WHY
SHOULD I BE
JEALOWS?



KNHCKLES IS
PRETTY HEROIC!

BUTTON IT,
DIDES! SOME-
THING'S OUT
THERE!

CORRECTION,
OUTLAWS! SOME-
THING'S
HERE!

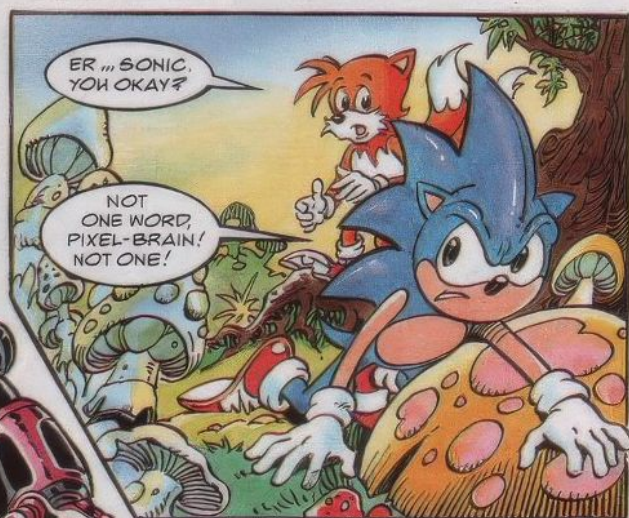


ACTION
AT LAST!



SUPER-SPIN
ATT-AAGH!

I'D CALCULATED
AN 89% CHANCE THAT
YOU WOULD DO
THAT!



ER... SONIC.
YOU OKAY?

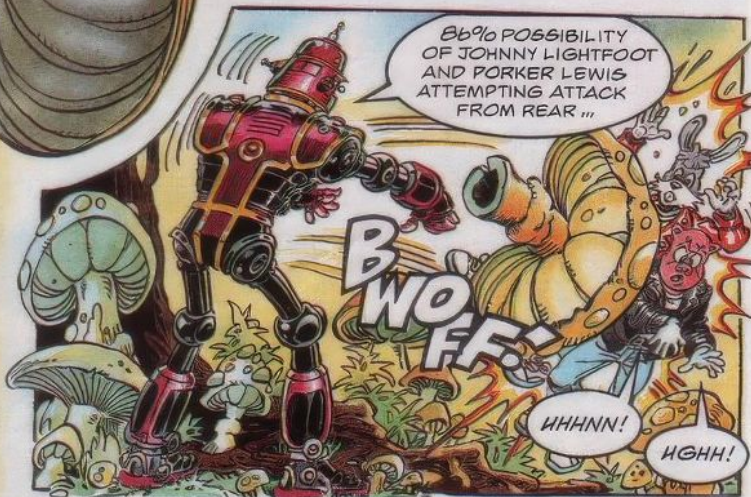
NOT
ONE WORD,
PIXEL-BRAIN!
NOT ONE!



97%
CHANCE
OF TAILS
ATTACKING
FROM
ABOVE...

YERK!

WHY CAN'T I
GET GOOD STAFF
THESE DAYS?



86% POSSIBILITY
OF JOHNNY LIGHTFOOT
AND PORKER LEWIS
ATTEMPTING ATTACK
FROM REAR...

BWO
FF!

UHHNN!

HGHH!



99% CERTAINTY
OF AMY DEFENDING
SONIC FROM
ASSAULT...

EEEEK!

AMY!



HEY, SHELL-HEAD!!!

PREDICT THIS!



ALREADY DID!

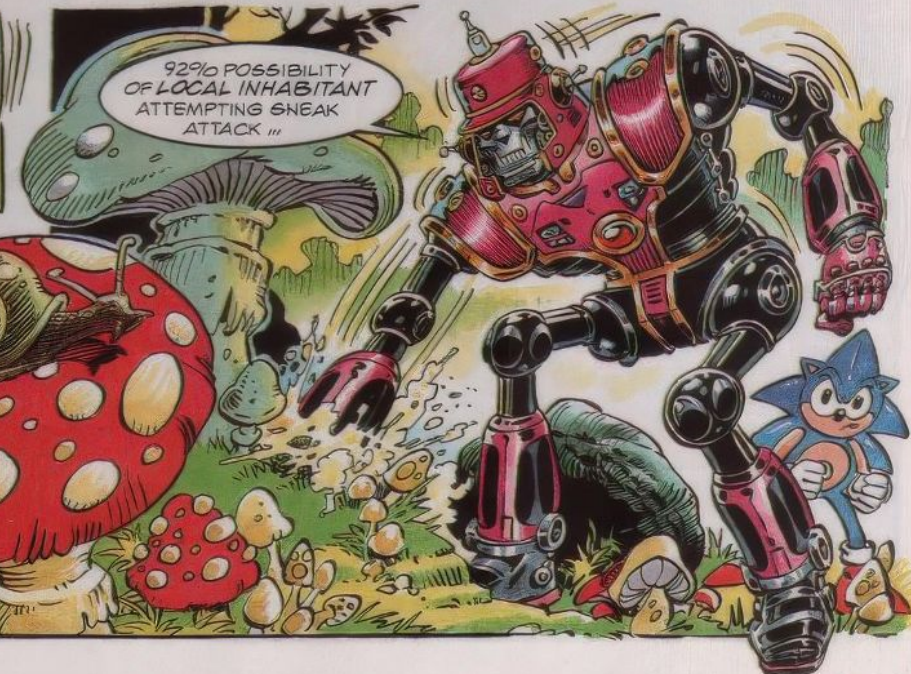


I HAVE BEEN CREATED TO DESTROY ALL OUTLAWS!!! STARTING WITH YOU!

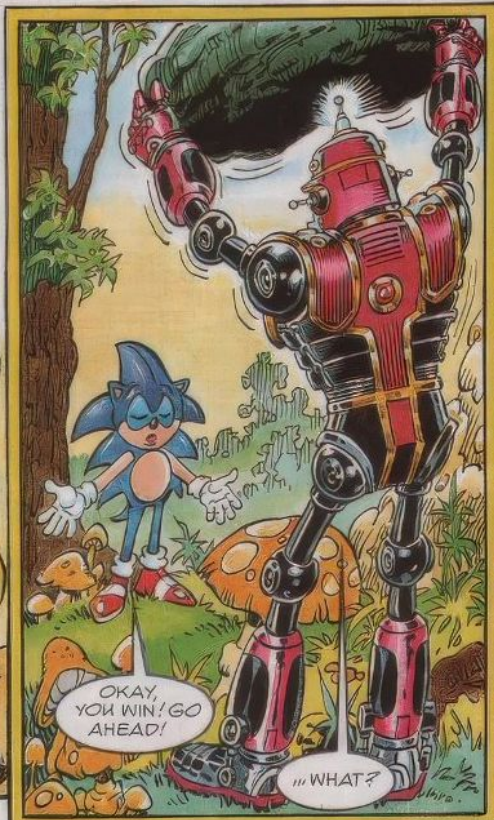
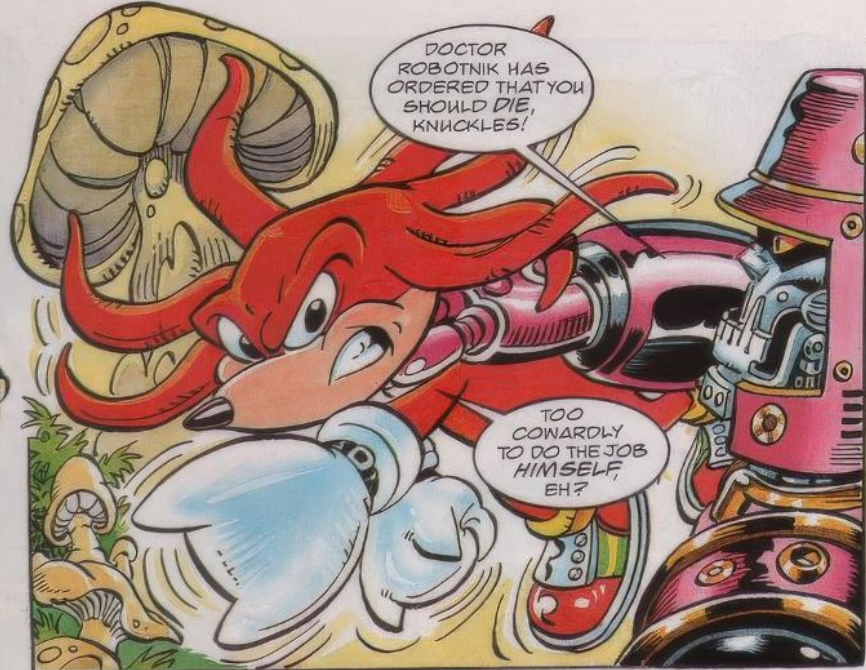
WHNN... IN YOUR DREAMS, CREEP!



WAIT!!! ALL OUTLAWS NOT YET ACCOUNTED FOR!



92% POSSIBILITY OF LOCAL INHABITANT ATTEMPTING SNEAK ATTACK!!!

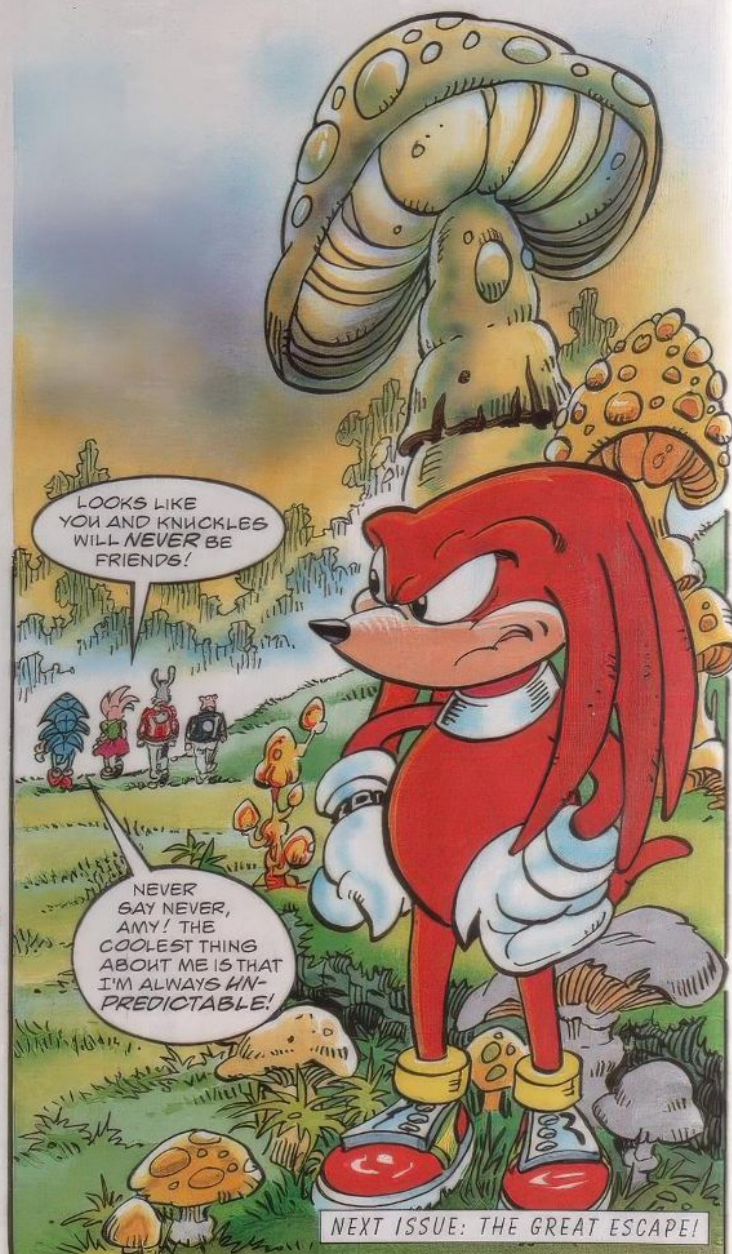




DATA INCORRECT...
BZZT... CANNOT COMPUTE SITUATION...
CANNOT PREDICT!
OVERLOAD!
AAGHH!

CAN'T BEAR TO BE WRONG, EH, PREDICTO?

BOOM!



NEXT ISSUE: THE GREAT ESCAPE!

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewer:
Nick Protz.

CHAOTIX



MEGA DRIVE 32X

game type: PLATFORM
1 PLAYER

RATING SYSTEM

under 40% = Yawnsville
40 - 70% = Normalsville

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

The major difference between **Chaotix** and previous **Sonic**-type platformers is that you are 'linked' to another character throughout the game. This link, an energy stream between two gold rings, acts like a rubber band. It remains intact through all the action except in the event of a direct hit. At no point can you disengage

from your partner, but you can select a different 'pal' at the start of each level.

Learning how to master and manoeuvre the two linked characters can be tricky at first. However, thanks to some excellent on-line help, you'll soon learn how to pull off spectacular leaps, amazing bursts of speed and a neat 'Slinky-type' effect!

Chaotix has five zones to explore, each one with five levels appearing in random order. There are plenty of bonus levels (and a great new Special Stage) to help build up rings and lives. There is also a clever final stage and a tricky boss to defeat.



Since the Mega Drive 32X add-on first appeared earlier this year, **STC** has been swamped with letters from anxious Boomers wondering when the first **Sonic** game would appear on it. Well here it is ... sort of! In fact **Sonic**'s friendly rival **Knuckles** takes the spotlight in **Chaotix**, a platform game that wouldn't shame the Cool Blue One himself.

Joining **Knuckles** are several brand-new characters. Rather than reveal who they are here, check out **Knuckles**' own story in this very issue! There's also a new location and new zones to visit. Oh yes, and old egg-breath himself, **Doctor Robotnik**, is around to cause more trouble.





great momentum and the back-drops are bright, colourful and highly detailed. **Chaotix** puts the Red-Dreaded One firmly into the video game superstar league (watch out Sonic!). It offers a decent challenge and remains true to the Sonic tradition of great platform games. It's also a good excuse for finally getting that 32X add-on you've been promising yourself!



Chaotix is somewhat predictable compared to previous Sonic games. The early levels don't offer much of a challenge. Initial end-of-level bosses are easily defeated and it's not too hard to keep all your rings. That said, the speed and eye-popping graphics effects of this 32X cart are brilliant. The characters have



FAST FAX	
PUBLISHER SEGA	PRICE £49.99
GRAPHICS	
..... 86	
SOUND	
..... 84	
PLAYABILITY	
..... 86	
RAVES Fast and furious action.	GRAVES Could be more challenging.
OVERALL	88%

GRAPHIC Zone

Sonic and Tails get in some tennis practice to coincide with Wimbledon fever! It's game, set and match to the Boomers responsible for serving up the winning drawings below - a pack of Crayola Overwriter Pens are heading their way.

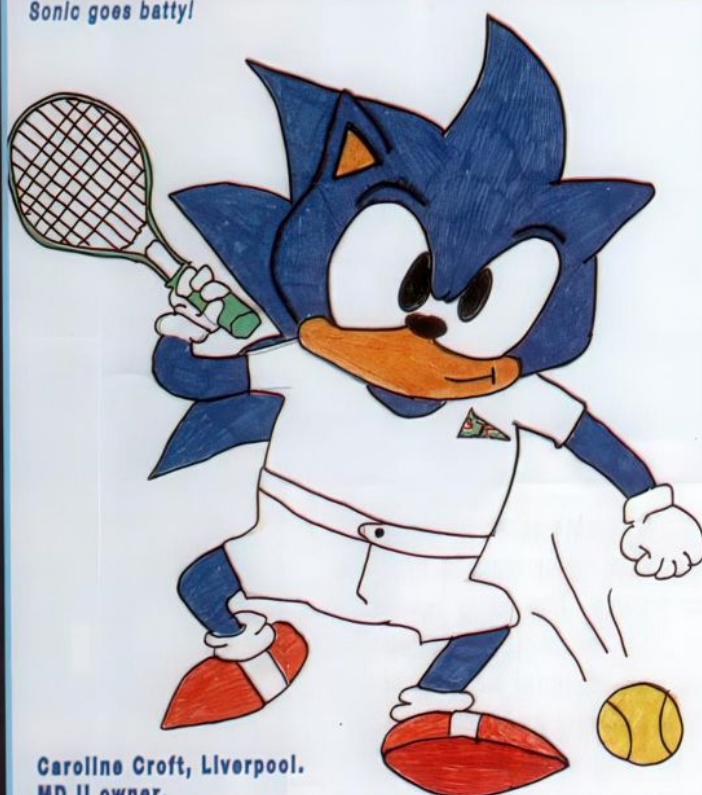


What a racket!



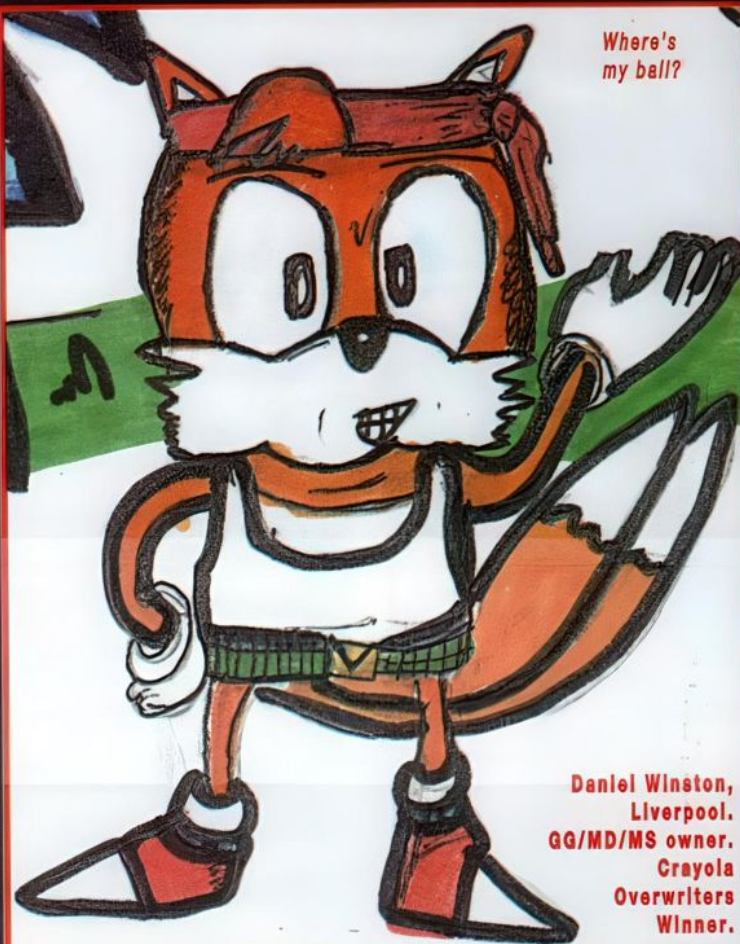
Angeline Adams,
Holywood, N Ireland.
Crayola Overwriters
Winner.

Sonic goes batty!



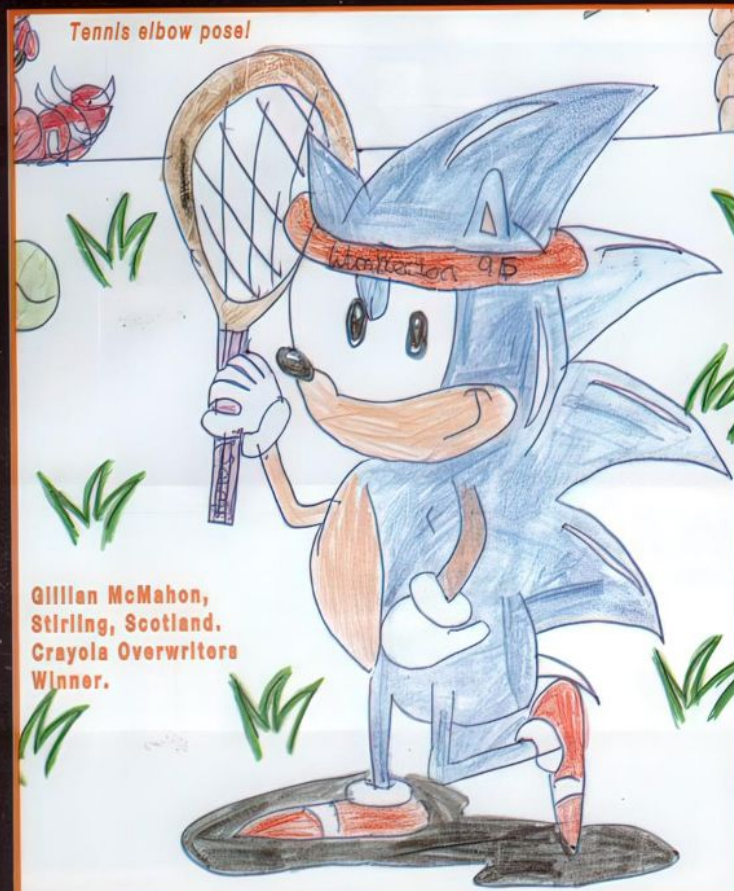
Caroline Croft, Liverpool.
MD II owner.
Crayola Overwriters Winner.

Where's
my ball?



Daniel Winston,
Liverpool.
GG/MD/MS owner.
Crayola
Overwriters
Winner.

Tennis elbow pose!



Gillian McMahon,
Stirling, Scotland.
Crayola Overwriters
Winner.

KID CHAMELEON

NEW
STORY

BACK TO UNREALITY! PART 1

I JUST SPED THROUGH A WORLD OF FANTASY, FLEW IN JET BOOTS, FOUGHT ROBOTS AND ALMOST GOT KILLED TWICE IN ONE LUNCH-TIME. I'M O.K. IT WAS HARMLESS. THIS IS ONLY SONIC CHAOS ON MY SYSTEM!

BUT A FORTNIGHT AGO, I PLAYED ANOTHER GAME FOR REAL. I BECAME SAMURAI, MEGA-HERO AND CHAMPION OF WILDSIDE — AS KID CHAMELEON.*

THE NEW WILDSIDE MACHINE AT THE ARCADE CREATES A REALITY NOT OUR OWN. I GOT LOCKED IN ALL NIGHT, FIGHTING MONSTERS AND RESCUING A FRIEND.

"CASEY...?"

CASEY?

SUZI. HI.

HI. I WAS JUST WONDERING... YOU HAVEN'T SEEN BRAD RECENTLY...?

I HADN'T SEEN HIM IN TWO WEEKS. I GUESS HER BOYFRIEND'S STILL TRAPPED IN WILDSIDE!

*IT MAY HAVE BEEN A FORTNIGHT AGO FOR CASEY, BUT IT WAS WAY BACK IN STC Nos 7-12 FOR THE REST OF US! — MD.

Script: MICHAEL COOK Art: BRIAN WILLIAMSON/STEVE WHITE Lettering: TOM EDAMS



STILL MISSING?

YEAH, I'M PRETTY WORRIED. IT'S EVER SINCE HE TOOK ME TO PLAY WILDSIDE.

ME AND SUZI NEVER EXACTLY ADMITTED WE MET IN VIRTUAL REALITY. ALL SOUNDS KINDA DUMB OUT HERE IN THE REAL WORLD.



BUT I'M SURE SUZI KNOWS WHERE HE IS.

HE'LL TURN UP. PROBABLY WORRIED ABOUT GETTING DETENTION NOW HE'S MISSED SO MUCH SCHOOL.

NOT BRAD. HE MAY BE A BIT OF A JERK, BUT HE'S NO COWARD.



WHO'S NO COWARD? CERTAINLY NOT 'COWARDLY CASEY' HIDING HERE, AVOIDING MY GAMES LESSON.

MISTER SIMMONS! WE WERE TALKING ABOUT BRAD. YOU KNOW HE'S STILL MISSING?

THE WHOLE SCHOOL KNOWS HE'S MISSING, SUZI. THE TRACK TEAM'S LOST ITS LAST TWO MEETINGS, THE FOOTBALL ELEVEN'S BOTTOM OF THE LEAGUE.



BRAD'S A REAL HERO TO THIS SCHOOL. YOU WOULDN'T CATCH HIM SITTING ON HIS BACKSIDE ALL DAY PLAYING SPACE INVADERS!

ER.. IT CAN BE QUITE TOUGH, MISTER SIMMONS. YOU NEED GOOD HAND-EYE CO-ORDINATION AND...



CALL THAT A CHALLENGE? FINGER FLEXING AND BUTTON PUNCHING? YOU SHOULD BE OUT ON THE FOOTBALL FIELD, LAD. CHANGING ROOMS - NOW!

SIMMONS IS RIGHT. I'M NO HERO. WHAT MAKES ME THINK I CAN RESCUE HIM?



PLEASE, CASEY. ONLY YOU CAN FIND BRAD.



BUT IF SUZI THINKS I CAN, THEN I MUST.

STRAIGHT AFTER SCHOOL, AND
I'M BACK AT THE ARCADE.

OUTSIDE IT LOOKS LIKE
ANY OLD COIN-OP. . .

BUT I GUESS BRAD GOT
MORE FOR HIS MONEY
THAN HE BARGAINED FOR!

WELCOME, CHAMELEON.
YOU REMAIN THE ONLY
GAMES PLAYER TO
RETURN FROM
WILDSIDE.

THE
VOICE?

IT SPOKE TO ME LAST
TIME. GUIDED ME IN
USING MY CHAMELEON
POWERS.

YEAH, WELL THIS TIME
I'M GOING FOR THE HIGH
SCORE! NO PAUSES, NO
CONTINUUES... NO LIMIT!



TRYING TO SOUND TOUGH. SHAME IT FEELS THERE'S TOMCATS FIGHTING IN MY STOMACH.



CHAMELEON!



FREE-SENTING NUMBER ONE BODACIOUS JET-BOARDING SKYCUTTER! NEW UPGRADED VERSION 2.0!

TOTAL
WIPEOUT,
MAN!

YO, PLAGUE-PUSHERS,
WHAT'S HAPPENIN' DOWN
THERE? BROUGHT SOME
MOUSEY BUDDIES ALONG?

GRRR!

GRRAH!

H-H-H-H-HI, GUYS!

NEXT ISSUE: DOWN AMONGST THE DEAD MEN.

THE SPECIAL ZONE.

WHEN DOCTOR ROBOTNIK MOVED HIS BASE OF OPERATIONS TO THE METRO-POLIS ZONE, MOST PEOPLE THOUGHT THAT HIS OLD EGG FORTRESS WAS LEFT DESERTED.

THEY WERE WRONG.

POSITIVE
FIX ON SUBJECT
ACCOMPLISHED.

ACKNOWLEDGED.
PROCEED TO INTERCEPTION
POINT AND EFFECT
CAPTURE.



7/1 KNUCKLES TOTAL CHAOTIX *Part 2*

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELITTA FELL

MEANWHILE IN ANOTHER PART OF THE SPECIAL ZONE KNUCKLES HAS JUST MET THE MYSTERIOUS GROUP KNOWN AS CHAOTIX.

YOU
SURE THIS IS
HIM, OMNI?

YES, VECTOR,
THIS IS UNMISTAKABLY
KNUCKLES,
ROBOTNIK'S FAMOUS
PARTNER!

WRONG!
ROBOTNIK'S AS
MUCH MY ENEMY
AS HE IS
YOURS...

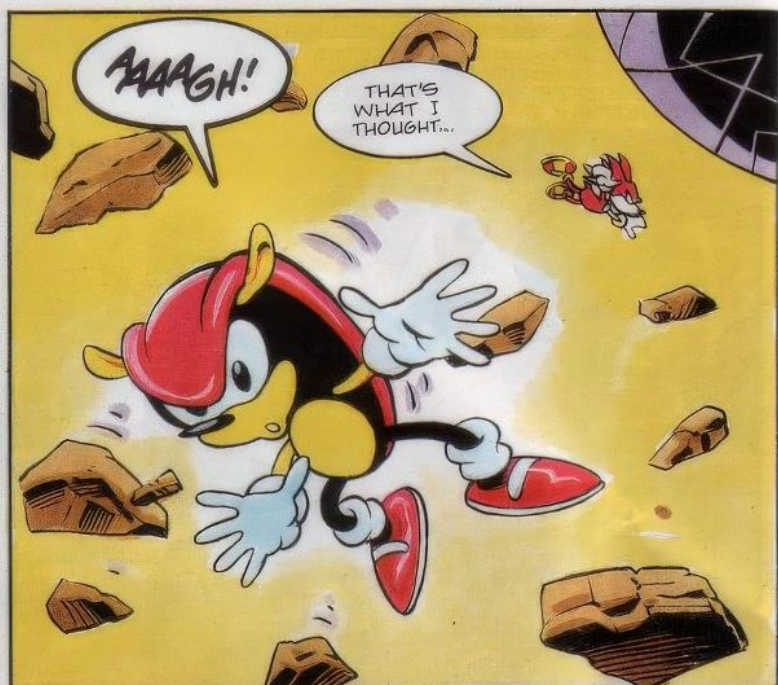
MIGHTY...
SOFTEN HIM UP
A LITTLE!

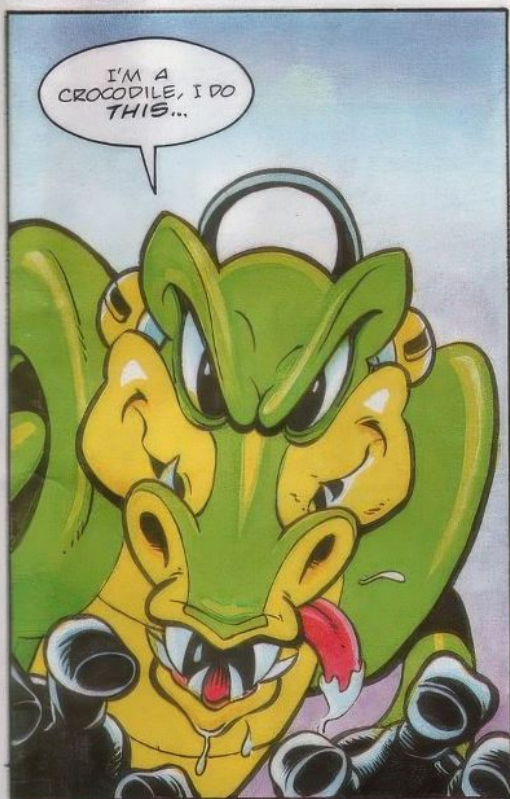
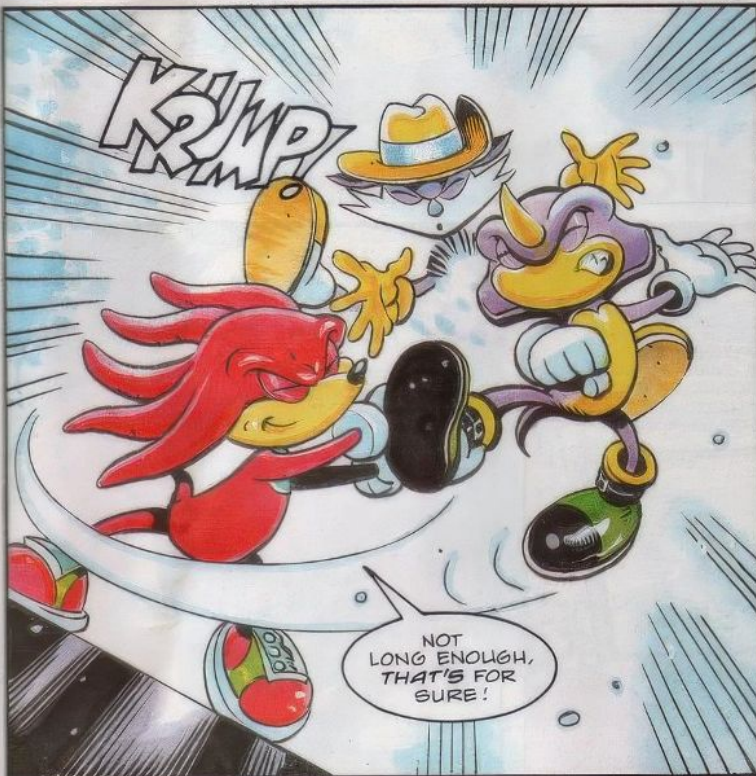
YOU
GOT IT,
BOSS!

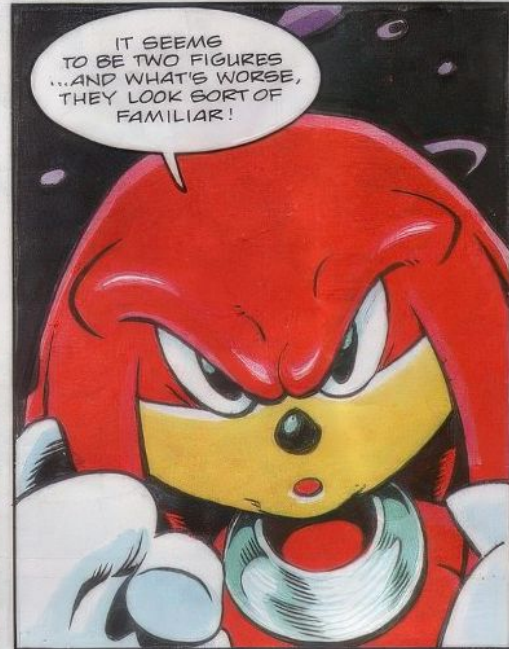
HOLD IT...
YOU'RE MAKING
A BIG MISTAKE
HERE!

SURE
WE ARE!

NOW JUST
HOLD THAT POSE...
THIS'LL ONLY TAKE
A SECOND!







Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone
for hints, tips, and
help with your
favourite Sega
games.

Mickey Mania was a beautifully animated platformer, but the game was a pretty tough cookie to crack. Once again, David Gibbon reveals the level secrets to this game!

MICKEY MANIA SPECIAL

Part 1

MEGA DRIVE



LEVEL ONE - STEAMBOAT WILLY

Simply keep heading right and follow the advice listed. When you reach the tallest house, jump onto the far right spring which will throw you up to the second floor. Reach the top floor by first jumping onto the far left sign. Ringing the bells at the top will open a nearby bridge. Continue right, to the end.



HAZARDS

THE COW: At the beginning of the level, jump onto the bottle and this will fire the cork into the cow's mouth. Quickly jump back to avoid the wandering musical notes.

SWINGING BALLS: As the first ball swings towards you, jump over it and collect the Marbles and Stars. Now jump right, over the second ball.

THE BOSS: To destroy each of the four cog wheels, throw marbles at the bottom two, then use the available springs to jump up and reach the higher wheels. Keep on the move to avoid the falling bombs; however, you can jump across the bombs as they fall!

HINTS

THE ROAMING DOG: Jump on the dog's back while standing on the top right edge of the cabin; he'll fall through and create a hole in the ground. Fall down here and head left to pick up extra energy.

MOVING CRATES: As the cranes' hook lowers to collect a crate, stand on top of it and you'll be carried over to the pier. Other crates will appear later in the level, but beware as they collapse if you stand for too long!

WINDOW LEDGES: When you come to one of the homes in the level, it's possible to reach higher via the window ledges.

LEVEL TWO - THE MAD DOCTOR

The idea is to rescue Mickey's dog, Pluto, who can be found at the end of the last round. However, you've got to get through these seven rounds first.

ROUND ONE: Kill the bats at the beginning then head right to finish.

ROUND TWO: Head right, but be careful at all times.

ROUND THREE: Here's where things heat up! Mickey is placed on a runaway wagon with many obstacles ahead. Each time the wagon is about to sink, make sure you jump to the next wagon as you're about to enter the water. If you jump too early, you'll miss the next wagon!

ROUND FOUR: Keep on the move and make your way down the tower. When you see approaching barrels, leap in the air to avoid them.

ROUND FIVE: Similar to Round Two.

ROUND SIX: As you go up in the lift, fire as soon as you see a Skeleton, taking care to dodge the flying bones!

ROUND SEVEN: Push the glass jar under the first plaque, then go up and stand on the plaque. A drop of liquid will fall into the jar. Repeat this with the other two plaques, then push the jar onto the Bunsen burner. Stand on the button to the right of the burner and wait until the jar explodes.

HAZARDS

SKELETONS & BATS: See *Top Tips*.

MEAT CARVERS (Round One): Hanging on the walls, approach slowly because they fall to the ground as you get closer!

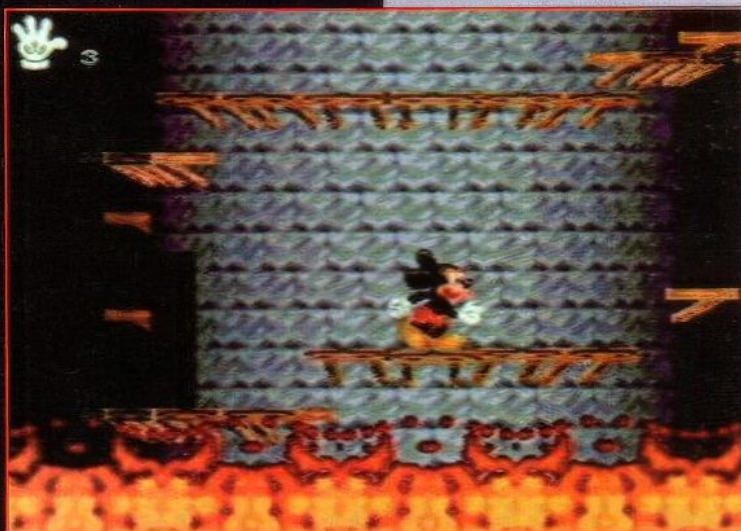
SWINGING ROPES (Rounds Two & Five): Before you swing to the other side of a pit, shoot any baddies in the air and on the other side where you're going to land.

FIRE (Round Two): Avoid standing around for too long or Mickey will get burned. Get past any fire by jumping through it as fast as possible.

MAD DOCTOR: The Doc will open his cloak and proceed to throw red bottles at you. Move away, whilst throwing marbles at him. Once defeated, go right to meet up with Pluto!

LEVEL THREE - MOOSE HUNTERS

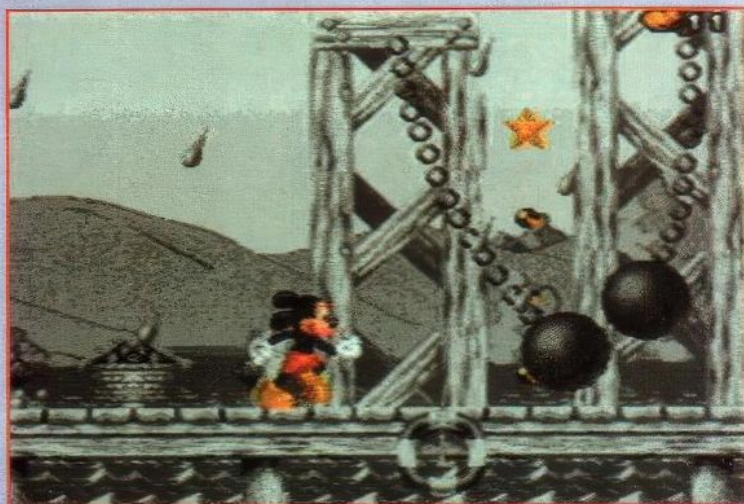
Played over two rounds, the first part of this level sees



Mickey & Pluto taking a stroll in between dodging falling branches, rocks and a rampaging moose!

ROUND ONE: Head right, but take it slowly. Branches and rocks are falling all over the place! When Pluto stands rigid, get ready to jump because a moose is about to charge!

ROUND TWO: This is the most visually-appealing level in the game! Keep running to get away from the moose. Dodge the rocks, jump the water and pick up the apples to win!



TOP TIPS

1. Mickey only has a limited amount of energy, making the game very difficult. However, provided you proceed with care on each level and collect stars to restore your energy it's possible to get through.
2. The Marbles are very important to Mickey. Extra Marbles can be found throughout each level, so ensure you pick up as many as possible.
3. Wherever you see a moving nasty such as a Parrot or Skeleton, throw Marbles at them until dead. Never try and get past them if it looks risky, first get rid of them! When firing at a Skeleton, stand close and duck so that his flying bones don't hit you.

NEXT ISSUE: Mickey Mania - the conclusion.

THE WORLD OF ELHORN.

ONCE A REALM OF
TRANQUILLITY AND
BEAUTY RULED
OVER BY A GENTLE
PRINCESS.

NOW HATRED AND DESPAIR DOMINATE THE LAND.

THESE ARE THE DARK
DAYS OF KING GEDOL.

FROM CASTLE ZEBULAN HE RULES OVER THE DECAYING KINGDOM.

AND DEATH IS THE
PUNISHMENT FOR
ANYONE WHO DARES
MENTION THE NAME
OF ELHORN'S FORMER
RULER...

THE NAME OF PRINCESS SHELLY.



SPARKSTER™

LAST OF THE ROCKET KNIGHTS! Part 2

Script: NIGEL KITCHING Art: KEITH PAGE Lettering: STEVE POTTER

SOMETHING DISTURBS
THE PRINCESS' SLEEP...



WHO'S
THERE?

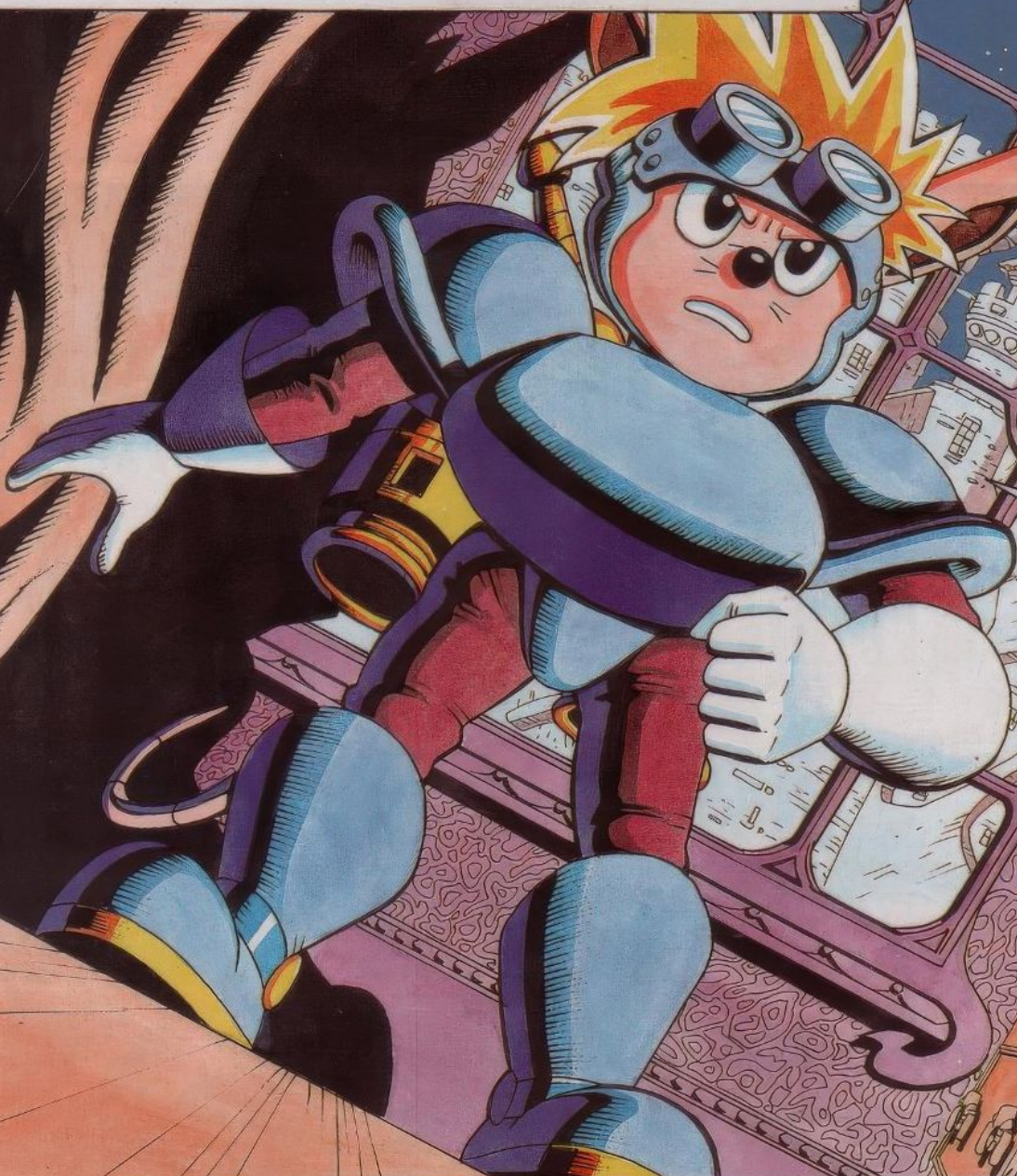
STEP OUT
OF THE SHADOWS
WHERE I CAN
SEE YOU...

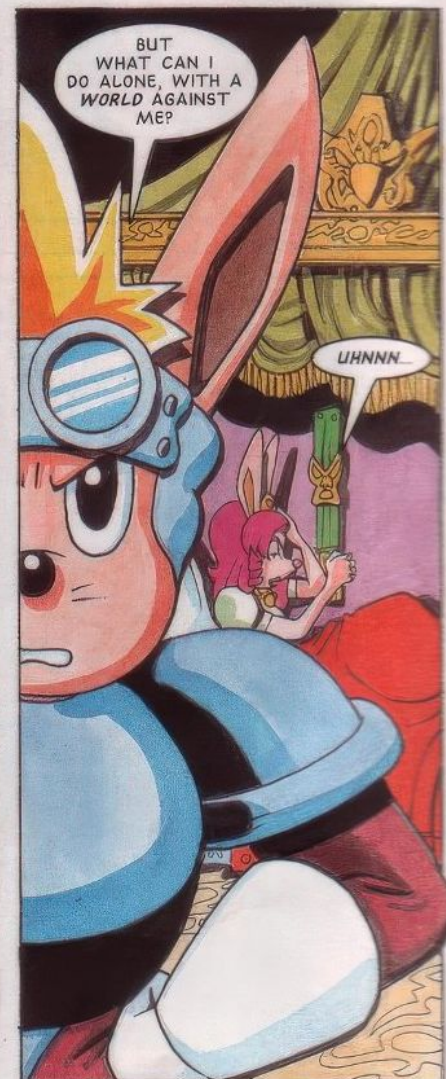
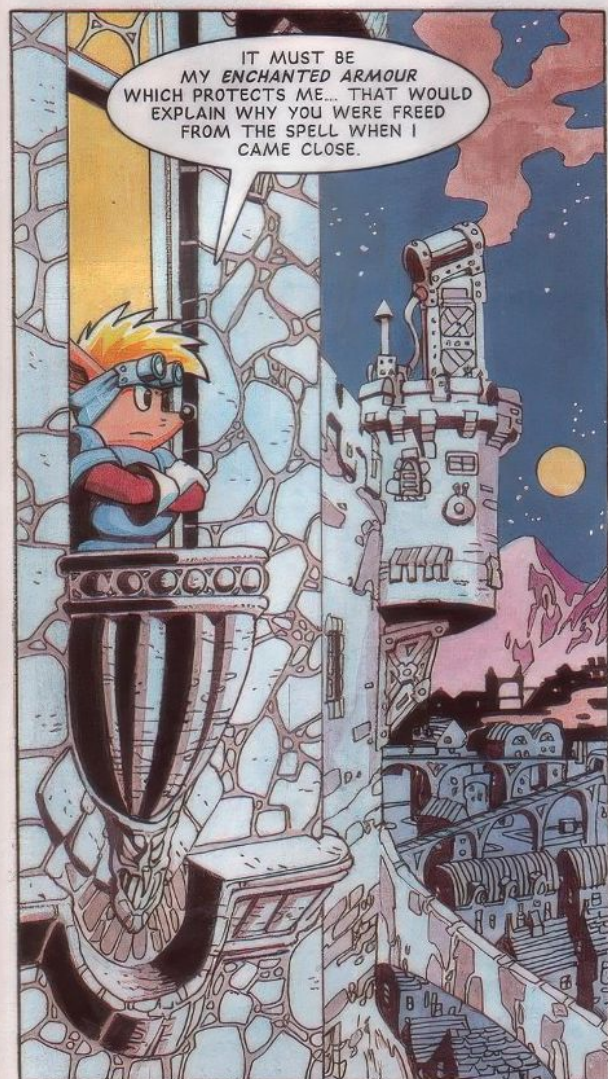
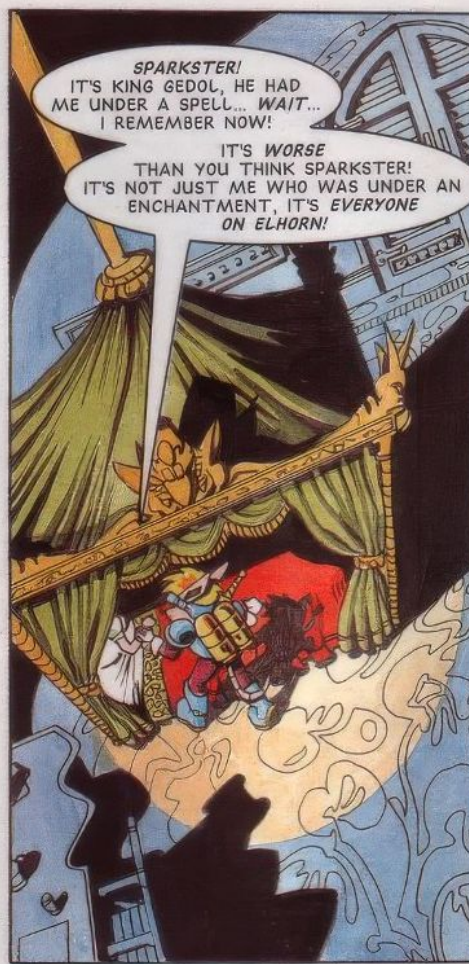
SLOWLY...
ONE TUG ON THIS
ALARM AND A DOZEN
GUARDS WILL BE HERE
IN SECONDS!

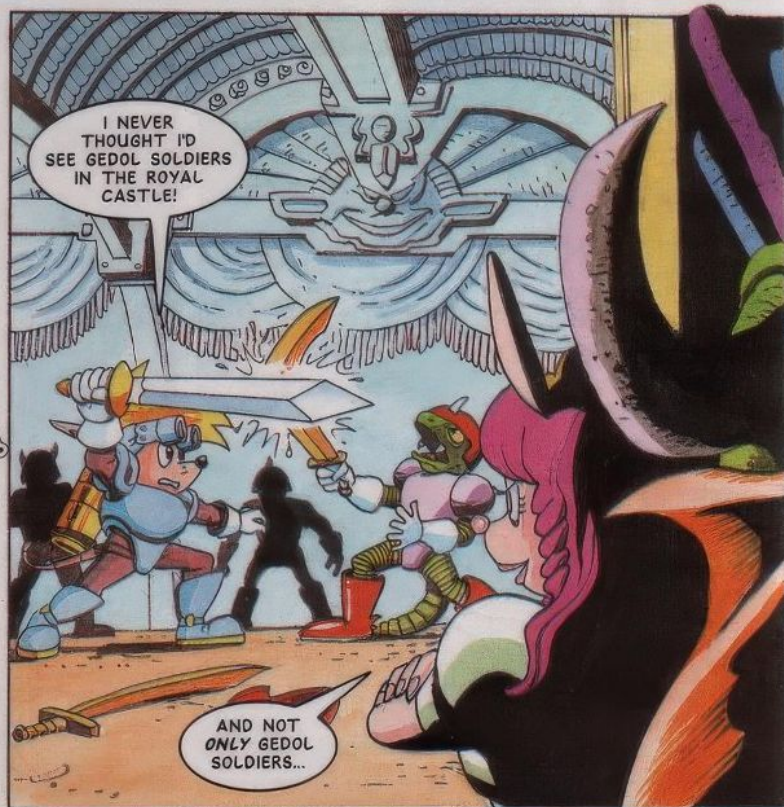
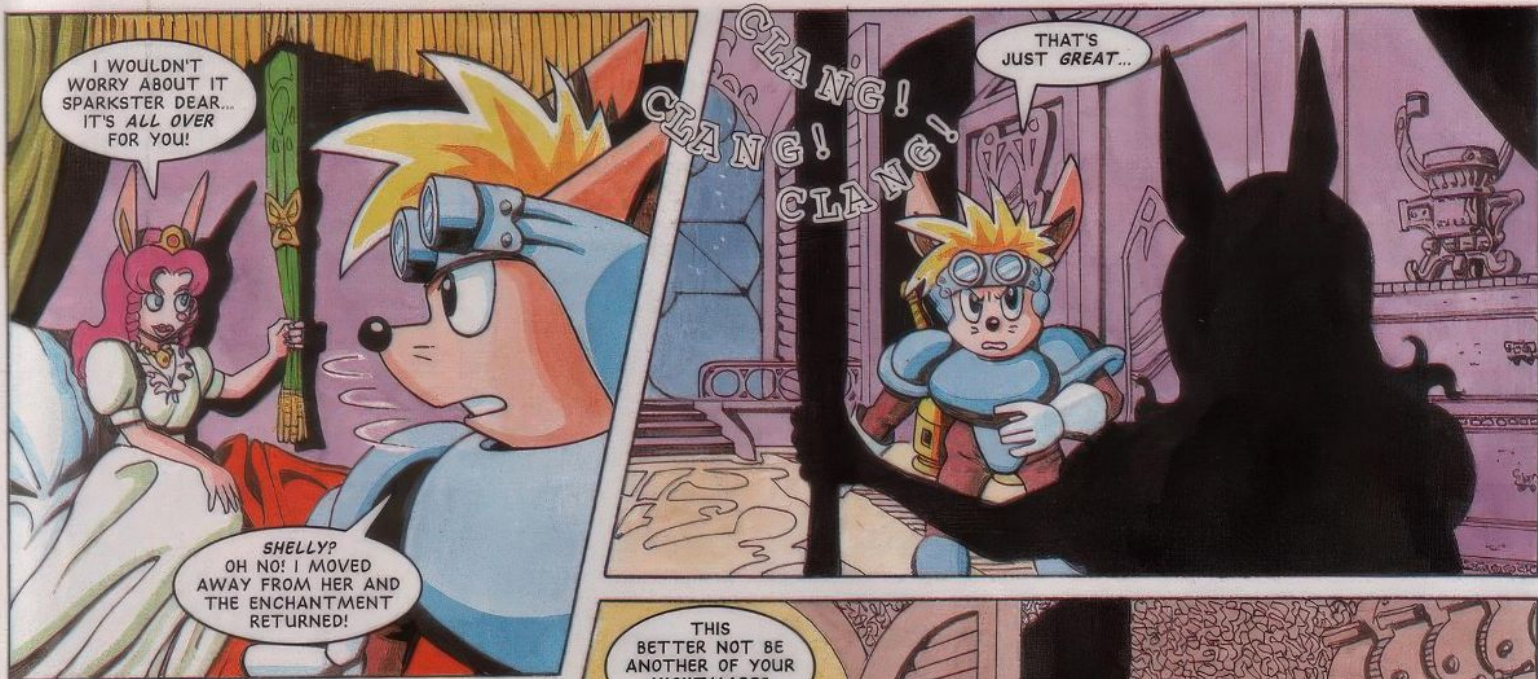



SPARKSTER...
I DON'T BELIEVE IT!
YOU'VE COME
BACK!

I ONLY
HOPE IT'S NOT
TOO LATE...









...THIS IS
ALSO NOW THE HOME
OF THE ALL POWERFUL
KING GEDOL!

SO *THIS* IS
YOUR EX-BOYFRIEND
MY DEAR, HOW
NICE.

I REGRET
TO SAY THAT I
DON'T THINK HE'S GOING
TO BE SUITABLE COMPANY
FOR YOU IN FUTURE. NOT
ONCE YOU ARE
MY WIFE!

NEXT ISSUE: THE HAPPY COUPLE!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: **Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.**

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Gold Tops!

Dear Megadroid,

Something shiny and gold caught my eye while I was shopping in the local supermarket. On closer inspection, I saw it was the cover of STC's 50th issue. I bought the comic and was very impressed with the stories, reviews and tattoos. Long may STC live well into its hundreds!

Leigh Hay, Bolton, Lancashire.

GG owner.

Sonic Stationery Winner.



'Hay,' Leigh - glad that on this occasion you judged a comic by its cover!



Just in case the tennis gets rained off - anyone for football?

↑ **Jamie Wilkes, Shirley, W. Midlands.**
Sonic Stationery Winner.



Fox on the run!

↑ **Michael Franks, Wolverhampton.**
GG/MD/MS owner.
Sonic Stationery Winner.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for **Helen Waller** on **0171 344 6400.**

Out of Sight!

Dear STC,

I think **Knuckles** is the ugliest resident on the Floating Island, and in my opinion he needs a face lift and should get to grips with his hair!

Joseph Davies, Cheshire.

Sonic Stationery Winner.



Knuckles is the only resident on the Floating Island, Joey Boy!
Ancient STC proverb:

Don't judge an echidna by his coiffure!

Mega 32X!

Dear STC,

Please can you tell me if you can use Mega Drive games with the new 32X?

Aled Edwards, Blackwood, Wales.

MD owner.

Sonic Stationery Winner.



Sure can, Aled. The 32X plugs into any Mega Drive or Mega-CD. As well as working with the new range of 32X games, all graphics and sound are super-charged.

Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic Organiser and Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megatious **Sonic** products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N1 2PB.**



THE LIGHTS ARE ON ...BUT WHO'S AT HOME?

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CHAMELEON!**
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THREE!**

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PART 2!**
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DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

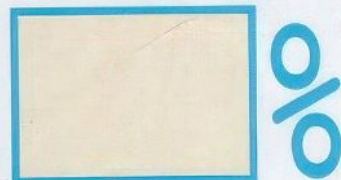
List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 54
OF **STC?**



Sonic
the comic



TM

SONIC & KNUCKLES!
Another Sega-sational Pin-up!